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Hank Williams

An agent of Ximni for the Karbon Play Test Solaris.

DETAILS

Name: Hank WilliamsIdea: Officer Agent

• Height/Frame: Tall, Thin

Gender: MaleDetails:

• Details:

ABILITIES, TRAINING AND POWER

CORE

- Fight **2** []
- Guile 1 []
- Hack 6 [X]
- Hand-Eye 2 []
- Prowess **2** []
- Prowl **2** []

SUPPLEMENTAL

- Charm **0** []
- Standing 0 [X]
- Insight 6 [X]
- Scheme **6** [X]
- Savvy **3** [X]
- Trickery 0 []

POWER

- Yea... I've seen that before.
- Your Agent are more likely to have experienced something like a given conflict in their past. As
 long as your agent is not in jeopardy, they may burn a fortune to give a bonus die to another
 agent in the same scene (they need not be participating in the conflict). In any scene when your
 agent is in a conflict while in jeopardy, you roll a fortune draft for them at the end of it.

GEAR

- cost + name
 - ∘ effect 1
 - ∘ effect 2

- cost + name
 - o effect 1
 - ∘ effect 2

OPTIONS

- Marketable Skill
 - Your agent has some marketable skill that has helped them in their life. Insight +L +T
- Cyberbrain
 - Your agent gets training in Savvy for free. In addition, you may burn fortune for bonus dice when making any Hack or Savvy rolls, up to three per roll.
- Heredity
 - Your agent has a past that gives them some established advantage. You add one step of social immunity for your agent, and they earn training in Standing, ignoring the need for Charm.
- Experience
 - Your agent has gained real world experience, making them better at their abilities. Hack +T+L
- Experience
 - Your agent has gained real world experience, making them better at their abilities. Scheme +T +L
- Deep Instruction
 - Your agent has gotten specialized deep instruction from agent operatives. Hack +L, Savvy

FORTUNE, INJURY, RANKS

- Fortune: 4
- Injury
 - Physical
 - Mental
 - Social
- Immunity
 - Physical 0
 - Mental 0
 - Social 1
- Ranks
 - Agency 5
 - Mainstream 2
 - ∘ Infamy 0

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DOUBT

- Current:
- Minimum:

KCREDS AND ASSETS

CARD: 1 KcredBANK: 24 Kcred

QUESTIONS

- How did the agent use the Insight skill over their life to benefit them? (Marketable Skill)
 - (answer)
- Who were the agent's powerful ancestors? (Heredity)
 - (answer)
- How did the agent get this special instruction? (Deep Instruction)
 - (answer)
- (question)
 - (answer)

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